

CHOP N DROP

Player's Guide

For Commodore 64™ and 128™ Computers

 **ACTIVISION®**

Credits

The U.S. version of *Chop n' Drop* was produced by Sherry Whiteley.

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Editorial management by Laura Singer. Production by GlennHills Graphics.

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CHOP n' DROP

Getting Started

Insert the *Chop n' Drop* disk into the drive, label side up. If you're using a Commodore 128, the game will load automatically when you turn on your computer. If you're using a Commodore 64, type **LOAD "*"8,1** and press **RETURN**.

For a one-player game, plug a joystick into Port 2. For a two-player game, plug joysticks into both ports. In a two-player game, Player One uses the joystick in Port 2 and Player Two uses the joystick in Port 1.

When the game has loaded, a demo game will start.

If you encounter any problems while loading, disconnect any peripherals or cartridges from the computer and try again.

To Start Play

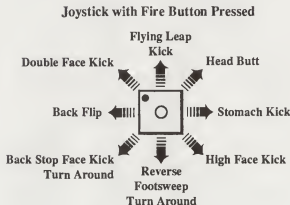
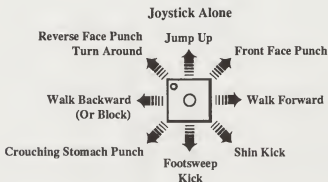
For a one-player game, press the fire button to exit from the demo and start play.

For a two-player game, press the fire button on the joystick in Port 1 to exit from the demo and start play.

In a two-player game, Player One controls the white-jacketed fighter and Player Two controls the red-jacketed fighter.

Movement Controls

All moves are executed with the joystick. Each of the eight joystick positions selects a type of move, and pressing the fire button gives an additional eight.



The joystick control changes depending on the direction your fighter is facing. When you are facing to the left, the above moves are reversed on your joystick.

If you select "walk backwards" or "double face kick" when you're being attacked at close range from in front, your fighter will take a defensive blocking posture for the duration of the attack and deflect all kicks to the head, chest, and stomach. Shin kicks and foot sweeps can't be blocked.

Keyboard Options

The following keyboard options are available at any time during the game:

F1	One player against two computer players.
F3	Two players against one computer player.
F5	Toggles music on or off.
F7	Toggles sound effects on or off
Run/Stop	Pause. Press again to continue match.
1—5	Varies speed of play: 1 is fastest, 5 is slowest, 3 is "normal" speed.

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Scoring

There are two fight rounds, then a bonus round. During a fight round, you get two combat points and a numerical score for successfully hitting an opponent from the front. Scores are determined by the type of blow (see below). Hits from behind score half the amount of a frontal attack. Scores are updated at the top of the screen. A fight round lasts for 30 seconds or until one of the fighters gains six combat points.

Move	Point Value
Front Face Punch	400
Shin Kick	400
Foot Sweep	200
Crouching Stomach Punch	400
Reverse Face Punch	400
Flying Kick	800
Head Butt	1000
Stomach Kick	200
Face Kick	800
Reverse Foot Sweep	200
Back-Step Face Kick	800
Double Face Kick	1000

There are many levels of game play. The current level is shown on the screen under LV. Every third level there is a bonus round for the high scorers. If both players are still in contention, each gets a chance to score points in the bonus round. In a two-player game, if one of the players is eliminated in any round, the remaining player continues to play against two computer players. The game is over when the player finishes third in any match.

Computer players continue to improve and adopt different tactics up through level 25. If you wish to restart at level 1 with both players, press F3. An eliminated player cannot rejoin a match in progress.

Bonus Round

In the bonus round, you're given a small shield with which you must deflect the balls that come bounding towards you. For each deflection you score 100 points, and if you deflect all of the balls, you also get a 5000 point bonus.

Ranking

In a one-player game, the player's ranking is indicated by belt color. As the player's score increases, his belt ranking changes, moving from White all the way up to Black. Points scored in the bonus rounds count towards Black Belt status. In a two-player game, only the belt ranking of the higher-scoring player is indicated.

Hall of Fame

If your score is high enough at the end of the match, you'll be entered in the Hall of Fame. Hall of Fame scores are not saved permanently to disk.

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